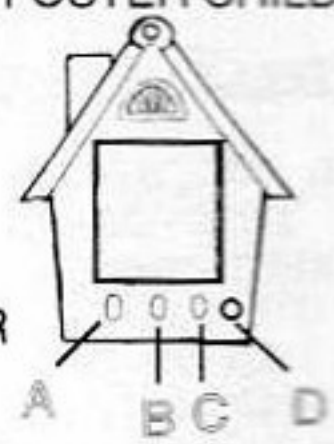
KIMIKO THE FOSTERLING

KIMIKO WAS DESERTED AT BIRTH BY BOTH HER PARENTS. SHE IS NOW IN YOUR CARE AS YOUR FOSTER CHILD IF YOU RAISE HER WELL, EDUCATE HER AND LOVE HER. SHE WILL TURN INTO A LOVLEY YOUNG GIRL THEN SHE WILL BE ADOPTED AND LEAVE YOU TO JOIN HER NEW FAMILY. HAPPY AND CONTENTED, THANKS TO YOUR LOVE AND ATTENTION.
WHEN EVER YOU DO NOT GIVE HER ALL THE LOVE AND ATTENTION SHE NEEDS SHE WILL BE TAKEN AWAY FROM YOU. SHE WILL JUST DISAPEAR FROM THE SCREEN AND MAY NEVER COME BACK.

INSTRUCTION~
YOU HAVE TO REMOVE THE PLASTIC TAG IN THE BACK OF KIMIKO S UNIT.

TIME SETTING~
THE CLOCK HAS TO BE SET AT THE CORRECT TIME . PRESS "A" TO ADJUST HOURS MAKE SURE TO GET AM OR PM CORRECT.
PRESS "C" TO ADJUST MINUTES.
FINALLY PRESS "B" TO SET THE TIME. THEN KIMIKO S LIFE AS YOUR VERY OWN FOSTER CHILD WILL BEGIN.

BUTTON'S~
A SELECT FUNCTION TO THE LEFT /SCISSORS (USED IN GAME MODUS)
B ENTER / STONE (USED IN GAME MODUS)
C SELECT FUNCTION TO THE RIGHT / PAPER (USED IN GAME MODUS)
D FOR SOUND ON / OFFPUSH FOR LESS THAN 1 SECOND / PUSH AND HOLD FOR MORE THAN 3 SECONDS TO RESART



FOLLOWING ARE THE FUNCTIONS YOU HAVE TO DO TO MAKE KIMIKO HEALTHY, WELL EDUCATED AND HAPPY.

1 **EDUCATE~** TO IMPROVE HER KNOWLEDGE AND EDUCATION

2 **CLEAN~** YOU HAVE TO KEEP KIMIKO CLEAN AT ALL TIMES. USE FUNFTION A LOT. KIMIKO LOVES TO HAVE HER HAIR COMBED TEETH CLEANED AND CLOTHES LOOKED AFTER.

3 **INJECTION~** SOMETIMES HER TEMPERTURE WILL BE TO HIGH AND SHE WILL GET A FEVER. THEN YOU WILL HAVE TO GIVE HER AN INJECTION.

4 **MEDICINE~** KIMIKO NEEDS MEDICINE WHEN SHE IS ILL.

5 **PUNISHMENT~** SOMETIMES KIMIKOWILL BE NAUGHTY. WITH THIS FUNCTION YOU WILL DISCIPLINE KIMIKO .

6 **CALL~** IF YOU DO NOT LOOK AFTER HER WELL SHE MIGHT RUN AWAY, THEN YOU HAVE TO TRY TO CALL HER BACK.

7 **GAMES~** AFTER KIMIKO IS OVER 1 YEAR OLD SHE WILL START PLAYING PAPER, SCISSOR'S AND STONE wITH YOU. KIMIKO WILL LEARN HOW TO USE HERE HANDS, EYES AND BRAIN.

8 **DRINK~** IN THE FIRST YEAR OF KIMIKO S LIFE SHE WILL ONLY DRINK.. AS SHE GETS OLDER DRINKING IS GOOD FOR HER HEALTH.

9 **EATING~** FEEDING HER RICE IS NECCESSARY FOR GROWTH, BUT OVER EATING CAN CAUSE A WEIGHT PROBLEM .

10 **CANDY~** KIMIKO LOVES CANDY, BUT TO MUCH IS NOT GOOD FOR HER HEALTH AND WEIGHT.

11 **ANGRY~** BETTER FIND OUT WHAT'S WRONG WITH KIMIKO.

12 **SICK~** THIS MEANS SHE HAS A FEVER AND NEEDS AN INJECTION.

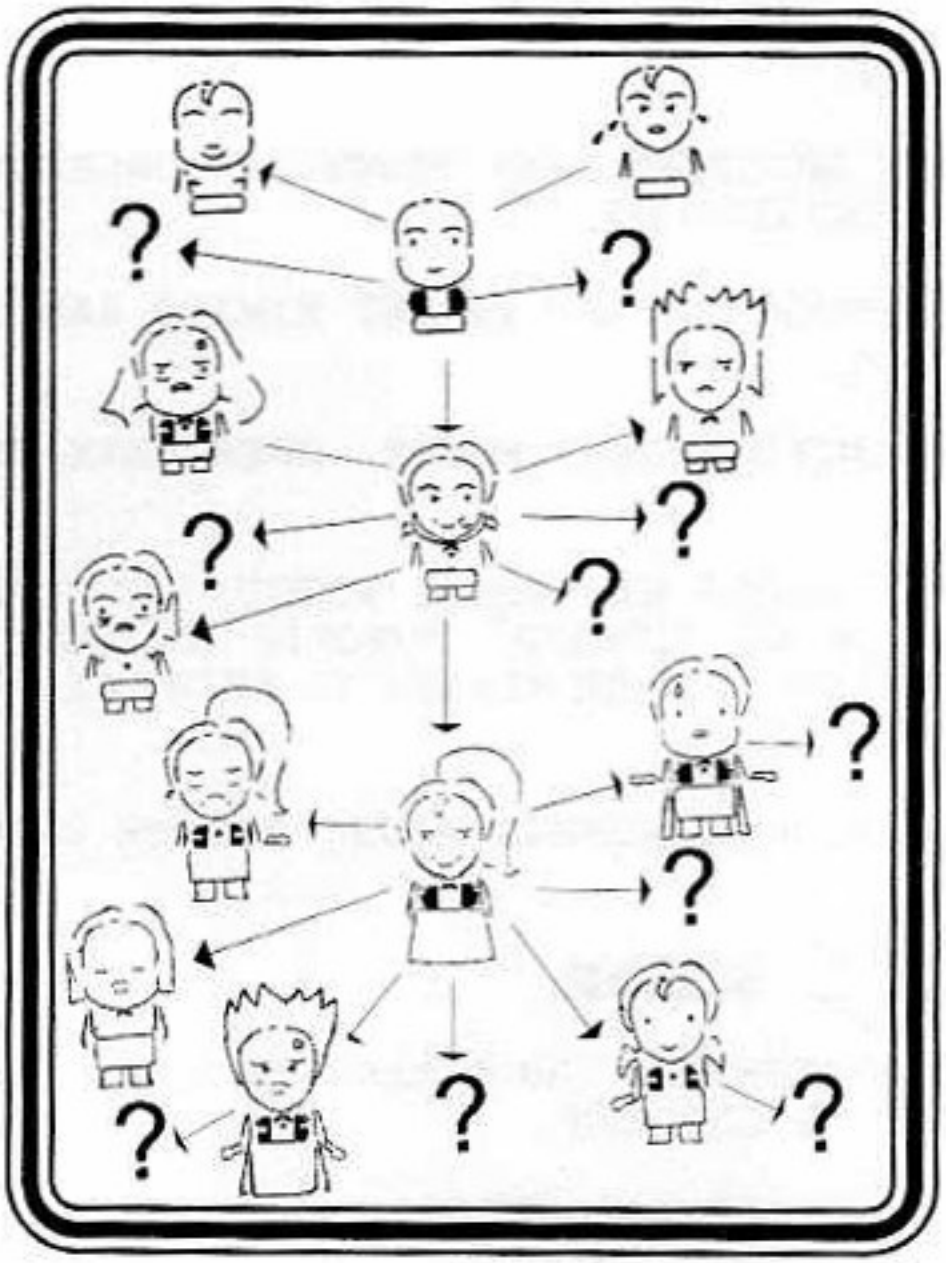
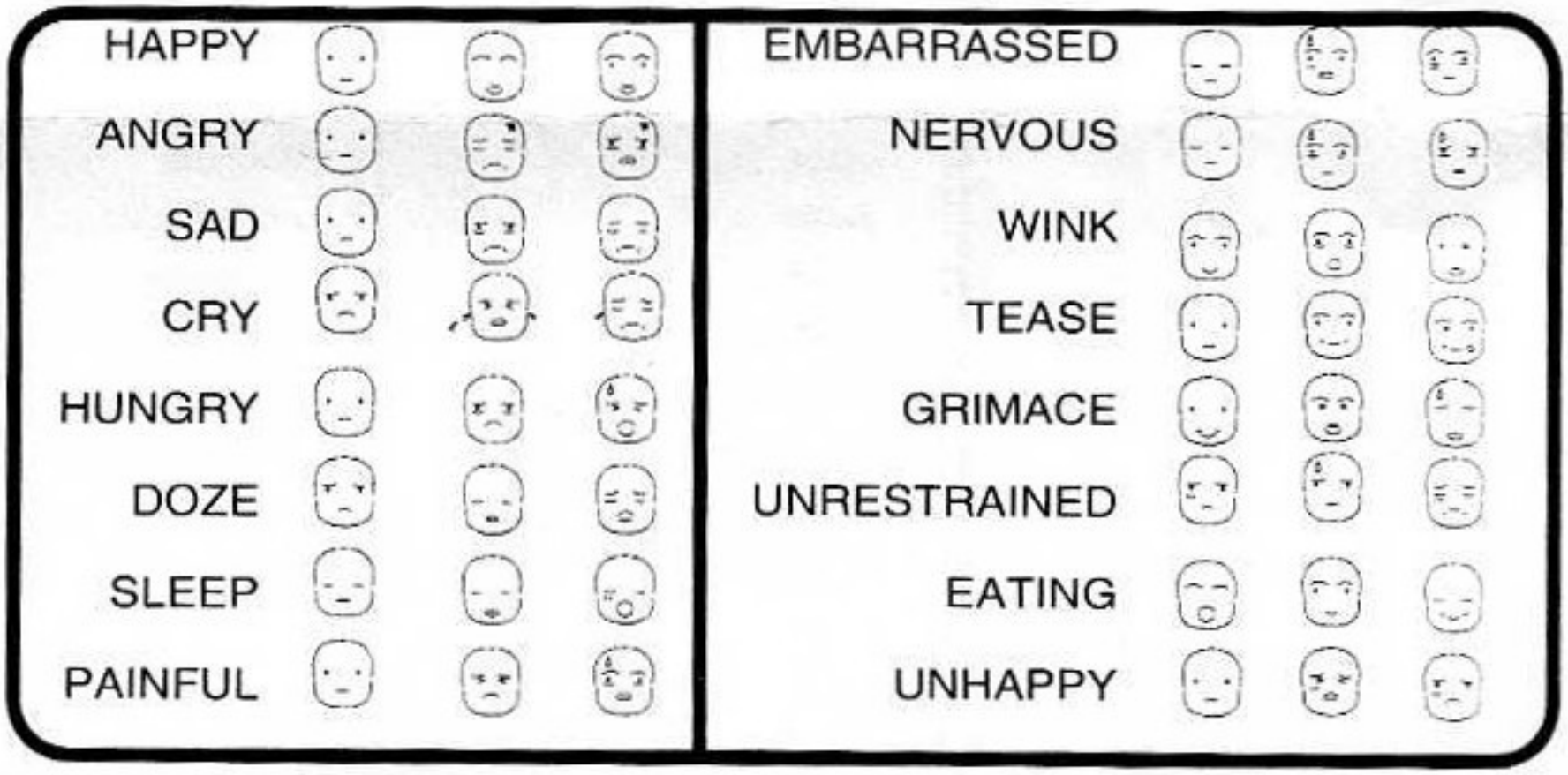
13 **RUN AWAY~** WHEN KIMIKO IS NOT TREATED PROPERLY SHE WILL RUN AWAY. USING THE CALL FUNCTION YOU MAY CALL HER BACK, BUT SOMETIMES SHE MIGHT NEVER COME BACK.

14 **H U N G R Y ~** FEED KIMIKO THE AMOUNT OF RICE SHE NEEDS.

15 **CLOCK,** PM **IQ,** IQ **AGE,** Age **WEIGHT** Kg **~** YOU CAN CHECK ON THE GROWING PROGESS OF KIMIKO.

16 **MOOD** **+ HEALTH** **~** THESE FUNCTIONS SHOWS WHETHER KIMIKO IS HAPPY OR HEALTHY.

KIMIKO'S WAY OF LIFE~



KIMIKO'S MOOD - EXPRESSION